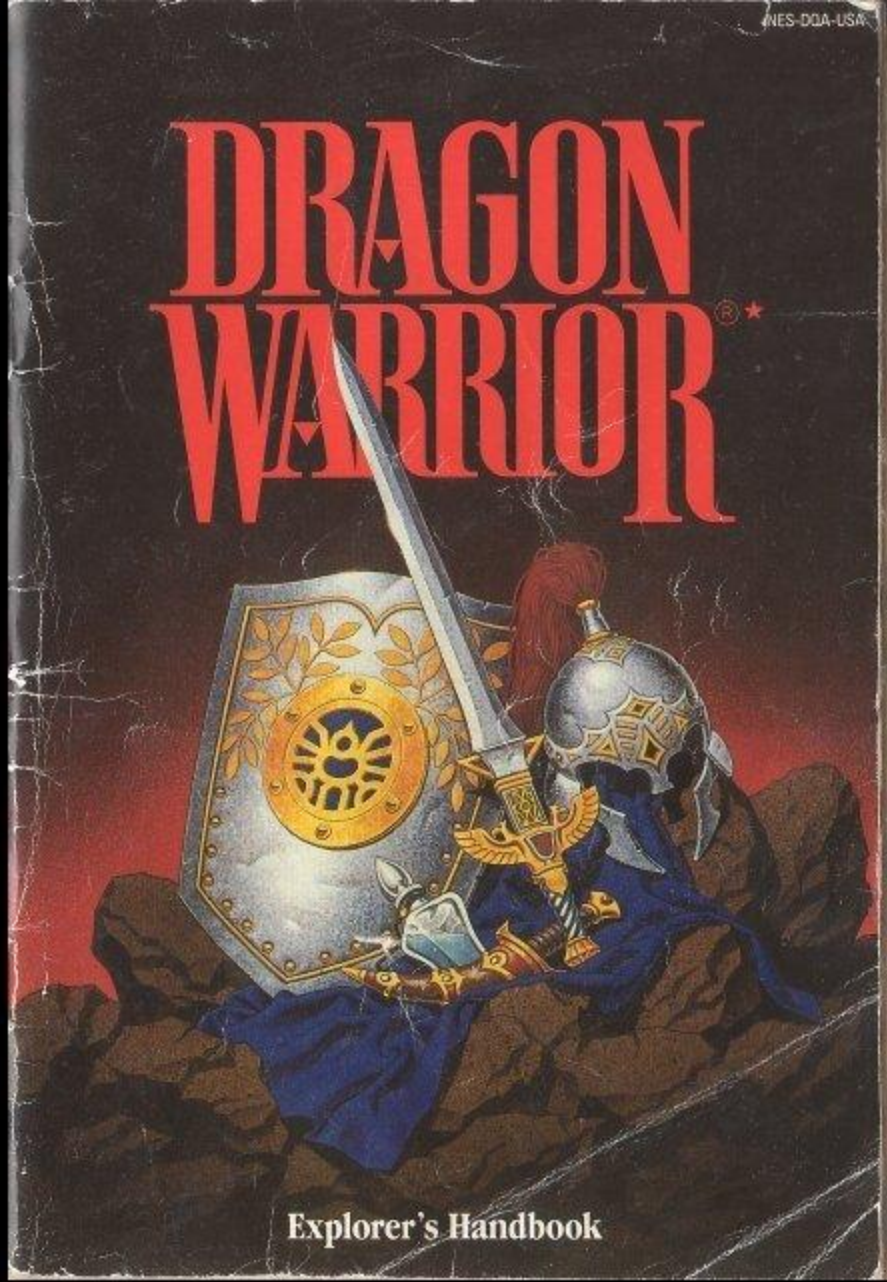
NES-DQA-USA

DRAGON WARRIOR®★



Explorer's Handbook

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards of excellence in workmanship, reliability, and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®.

This game is licensed by Nintendo for play on the

ENTERTAINMENT SYSTEM®

Thank you for selecting The Dragon Warrior®* Game Pak for your Nintendo Entertainment System

PRECAUTIONS

1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

● WARNING ●

DO NOT USE WITH FRONT OR REAR PROJECTION TELEVISION!

Do not use a front or rear projection television with your Nintendo Entertainment System("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact TV manufacturer for further information.

Note: In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

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DRAGON WARRIOR®*

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GETTING STARTED IN DRAGON WARRIOR

Insert your Dragon Warrior Game Pak into your NES as described in your NES Control Deck Manual. Turn the POWER on and you're ready to embark on your journey!

Press The Start Button To Begin

After you turn on the POWER, press the Start Button. The message BEGIN A NEW QUEST will appear. Press the Start Button again to open the Adventure Log window. Press Start once more.

Enter Your Name And Choose Message Speed

Now it's time to personalize your quest. Using the + Control Pad and the A Button, spell the name you wish to use for your character. Move the cursor to END and press the A Button. Then use the + Control Pad to choose the Message Speed.

Spell your character's name.

You can choose from three speeds for the sentence displays.

OPTION SCREEN

Your Dragon Warrior Game Pak has a battery in it. This allows it to save your game so that you can continue at a later time. The Option screen contains ways to change the games saved in memory. Don't worry about these options yet.

MORE INFO ON PAGE 26

You Can Save Three Different Adventures

Up to three different games can be saved at once-Adventure Logs 1, 2, and 3. This is quite useful as it allows more than one player to save their game. You can also use the three adventure logs to save your game in different stages of Dragon Warrior if you wish to do some experimenting. An example of entering three different names into the three different adventure logs is shown below.

EXAMPLE #1
NESTER

EXAMPLE #2
LINK

EXAMPLE #3
MARIO

TANTEGEL CASTLE

Your journey begins here at Tantegel Castle. You will return here many times in your quest. This is the home of King Lorik.

LEVEL 1

Listen To King Lorik

When you start the game, you will find yourself in front of King Lorik. As soon as you press any of the Buttons on the Controller, the King will begin to tell you a story. While reading this story, you will notice that the text stops at times. When it stops, a flashing triangle is shown. Press any button to continue the message.

The majestic King Lorik sits on his throne.

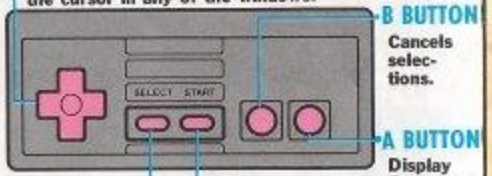
Press any button to begin King Lorik's story.

Press any button to continue.

After Talking To The King

You can move your character using the + Control Pad. If you stop for a few seconds, a window will appear with some of your character's current statistics.

CONTROLLER FUNCTIONS



+ CONTROL PAD
The + Control Pad moves your character on the screen and moves the cursor in any of the windows.

B BUTTON
Cancels selections.

A BUTTON
Display Command Window, enter selections.

SELECT BUTTON
Not Used.

START BUTTON
Pause and Game Start.

Take The Treasure Chests

After talking to King Lorik, take a look around his room. Inside the Treasure Chests you might find some useful things.

Move on top of the Treasure Chest.

Press A to display the Command Window.

Select TAKE and press A again to take the Chest.

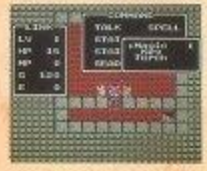
Talk To The Guards

Now that you've emptied the Treasure Chests, you should see if you can get any information from the guards. To talk to someone, you must stand right next to them and face them, then press A to display the Command Window. Choose TALK and press A again.

You will learn about your quest from many people. One of your tasks will be to rescue the Princess.

Other people give you information about how to get around. This guard lets you know how to open doors.

Use The Key Or The Door Command



There are two ways to open a door: 1) Select ITEM on the Command Window, then choose Key. 2) Choose the DOOR command on the Command Window.

Use The Stairs

In most of the towns and dungeons in Dragon Warrior, you will find stairs. Stairs allow you to go up or down one level. To use the stairs, move on top of them, then select STAIRS on the command window.

These stairs take you down.

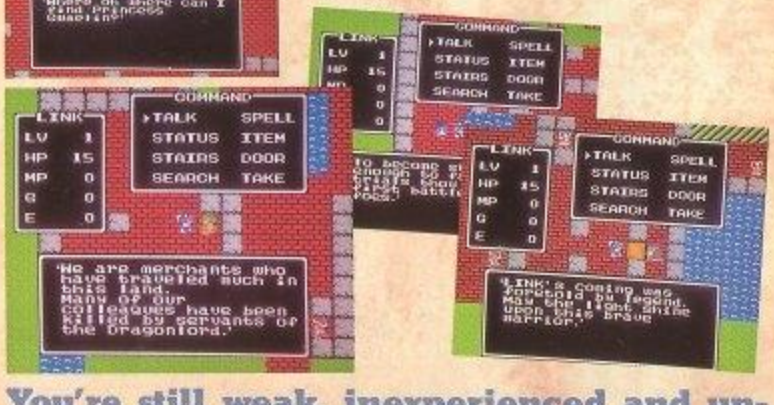
These stairs take you up.

Tantegel Castle 1-F

Here is a map of the 1st (bottom) floor of Tantegel Castle. The stairs go back up to the King's Room where you'll save the game. There are many people to talk to on the ground floor. The locked doors will remain out of bounds until you find a Key.

Before You Leave The Castle

As a general rule in all adventure games, **Talk To Everyone**! Before you leave any area, be sure to talk to every person you can find. They are bound to give you useful information. It's a very good idea to keep a notebook and write down your findings; you may forget them later.



You're still weak, inexperienced and unarmed when you leave Tantegel Castle. In this condition, even a Slime can give you a good fight. Go immediately to Breccon-ary, the town nearby, to purchase weapons and armor.

NOTEBOOK

- THE KING NEEDS YOUR HELP AGAINST THE DRAGON-LORD.
- THE PRINCESS MUST BE RESCUED.
- CHECK THE TREASURE CHESTS IN THE KING'S ROOM.
- TALK TO EVERYONE IN TANTEGEL CASTLE.

THE START OF YOUR ADVENTURE

Once you leave the Castle, you will see an overhead view of the surrounding area. As you walk around, many different types of terrain can be seen. Each type of terrain has different properties.

CASTLE
Kings live in Castles. IMPORTANT: When you talk to King Lorik, your game will be saved.

TOWNS
You will visit many different towns on your quest. The towns contain stores, Inns and lots of clues.

FORESTS
Monsters are lurking in the forests ... beware!

MOUNTAINS
Mountains slow you down a bit. Many monsters live here, too.

CRAGGY MOUNTAINS
Very, very steep mountains. They are impassable.

WATER
Unless you use a bridge, it's not possible to cross water.

CHARLOCK CASTLE
This is the lair of the elusive Dragonlord.

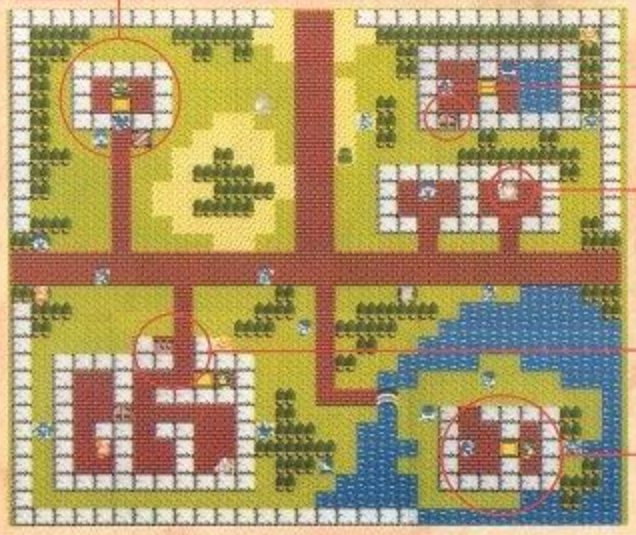
YOU NEED TO GET SOME EQUIPMENT

Many monsters stand between you and your goals. Before you embark on your journey, you should have a weapon and some armor. These are available for a reasonable price in the town of Brecconary.

Enter The Town Of Brecconary

After you exit Tantegel Castle, you'll see a town to the East. This is Brecconary. Walk over to it and enter. Many people are here to assist you on your quest

WEAPON & ARMOR SHOP



DOOR (LOCKED)

WIZARD

INN

ITEM SHOP

Buying Weapons And Armor

Talk to the shopkeeper.

Once you're in Brecconary, go to the Weapon & Armor Shop. After you talk to the shopkeeper, he will offer his many items for sale. To buy an item, select it with the cursor and press the A Button. On the Status screen in the upper left of the screen, you can see how much Gold (money) you have. This is the number to the right of the G. You should have 120 G when you enter. The Club and the Clothes are highly recommended. Weapon & Armor Shops will also buy any used weapons you wish to sell, but they will only give you half of what you paid.

Choose YES when asked if you would like to buy items.

Select the item you wish to purchase.

Confirm the transaction by selecting YES.

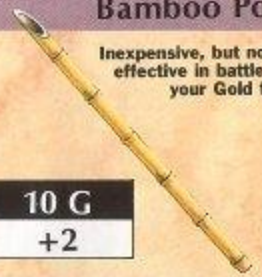
Visit The Tool Shop

The Tool Shop is a place where you can usually buy and sell things other than weapons and armor. In this shop, however, a useful piece of armor can be found. Buy the Dragon's Scale for 20 G. After leaving, bring up the Command Window by pressing the A Button. Choose ITEM, then the Dragon's Scale to wear it.

WEAPONS

There are many different weapons to assist you on your quest. This list shows you the price of each weapon and the additional strength you receive when you use it. Different Weapon & Armor Shops may carry different weapons.

Bamboo Pole



Inexpensive, but not very effective in battle. Save your Gold for the Club.

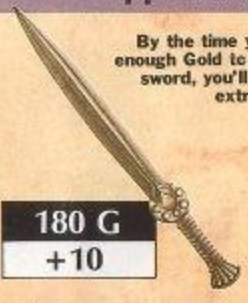
10 G
+2

Club

You can buy this weapon in Brecconary. This should be your first purchase.

60 G
+4

Copper Sword



By the time you have enough Gold to buy this sword, you'll need its extra power.

180 G
+10

Hand Axe

A very effective weapon at a reasonable price.

560 G
+15

Broad Sword

Forged from the finest steel in the land, this sword is very strong.

1500 G
+20

Flame Sword

Few can withstand this weapon when wielded by an experienced warrior.

9800 G
+28

ARMOR

As your adventure progresses, you will find protective armor extremely helpful. Shown here are prices for each type and the amount of increased defense.

Clothes

Clothes don't offer much protection, but they'll keep you warm.

50 G
+2

Leather Armor

Better than clothes, but still not too strong.

40 G
+4

Chain Mail

A strong but lightweight shirt made of chain mail.

300 G
+12

Half Plate

Its strong metal plates protect you well.

1000 G
+16

Full Plate

Much more durable than the Half Plate, but heavier.

3000 G
+24

Magic Armor

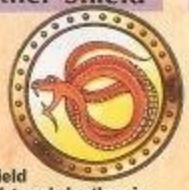
An enchanted suit with mysterious healing powers.

7700 G
+24

SHIELDS

Use of a shield, like armor, increases your defensive power.

Leather Shield



This shield made of tough leather is very inexpensive.

90 G
+4

Iron Shield

This shield will serve you well during most of your quest.

800 G
+10

Silver Shield

A very valuable item, and worth every piece of gold.

14800 G
+24

ITEMS

Herbs

A medicinal herb that can restore 20 to 35 Hit Points.

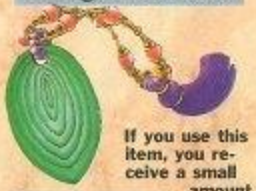
24 G
–

Torch

When you go in a cave, you can use them to light the way.

8 G
–

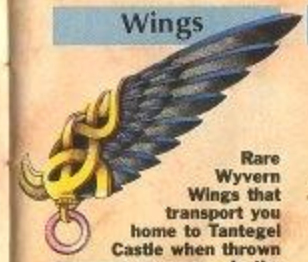
Dragon's Scale



If you use this item, you receive a small amount of magical protection.

20 G
–

Wings



Rare Wyvern Wings that transport you home to Tantegel Castle when thrown in the air.

70 G
–

Key

53 G
85 G
98 G

Magic Keys to open doors. Different shops charge different amounts.

Fairy Water

Using this ITEM will keep enemies away for a short time while traveling.

38 G
–

SPECIAL ITEMS

In the land of Alefgard, there are many hidden items. Here are some of the things you will come across.

Erdrick's Tablet

A tablet that holds Erdrick's words of advice.

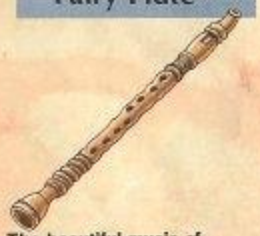
Ball Of Light

An ancient relic with great power.

Staff Of Rain

A mysterious item that will come in handy. Listen carefully to clues regarding this item.

Fairy Flute



The beautiful music of this instrument can make certain evil beings fall asleep.

Stones Of Sunlight

When combined with the Staff of Rain, something wonderful will be formed.

Silver Harp

Very difficult to obtain, but necessary to complete your quest.

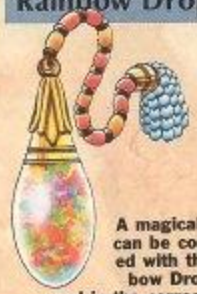
Gwaelin's Love

You must have some direction to your quest. Gwaelin's Love is your compass.

Erdrick's Token

To prove your heritage, you must obtain this item.

Rainbow Drop



A magical bridge can be constructed with the Rainbow Drop when used in the correct place.

CURSED ITEMS

Some of the items you find may be magically cursed. If you pick one up, it is a good idea to get rid of it as soon as possible.

Cursed Belt

This dangerous item will squeeze you like a vice. Ouch!

Cursed Necklace

Even though this item is rather difficult to find, it is a prize you don't want.

OTHER ITEMS

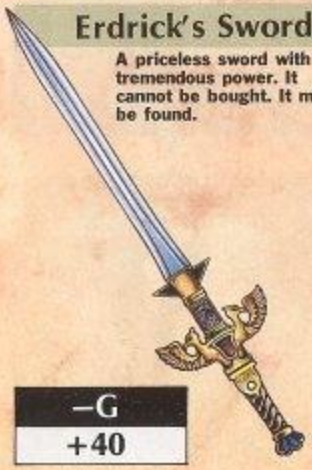
Fighter's Ring

Use this item and your fighting ability will increase. It also causes some enemies to run away.

ERDRICK'S ITEMS

Erdrick's Sword

A priceless sword with tremendous power. It cannot be bought. It must be found.



–G
+40

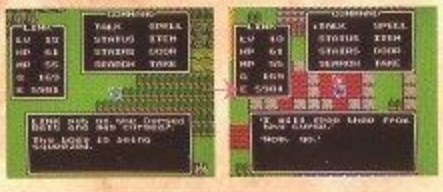
Erdrick's Armor

Another priceless item. This is the best armor in existence.

–G
+28

If You Are Cursed

If you accidently pick up a cursed item, you will not be able to enter Tantegel Castle. To remove the curse, talk to the wizard in the town of Brecconary.



Don't Miss Any Information

It is very important to talk to everyone in the towns. They will provide clues that will help you play the game. Also remember to talk to King Lorik often in order to save your progress.

'Watch thy Hit Points when in the Poisonous Marsh.'

'Go north to the seashore, then follow the coastline west until thou hath reached Garinham.'

'Art thou the descendant of Erdrick? Hast thou any proof?'

'There is a town where magic keys can be purchased.'

'Beware the bridges.'

'Danger grows when thou crosses.'

'Tell King Lorik that the search for his daughter hath failed.'

'I am almost gone....'

NOTEBOOK

- BUY THE CLUB AND SOME CLOTHES.
- BUY AND USE THE DRAGON SCALE.
- TALK TO EVERYONE.
- SEE THE KING AND SAVE YOUR GAME OFTEN.

THE FIRST JOURNEY: TO ERDRICK'S CAVE

Your first goal will be to reach Erdrick's Cave in the Northern Desert. The cave holds secrets that reveal much about both your past and future.

LEVEL 1

Prepare For The Journey

At Level 1 you should purchase a Club and Clothes from the Weapons & Armor Shop in Brecconary. Then you should buy a Dragon's Scale and Herbs in the Item Shop. Now go into the fields surrounding Brecconary and Tantegel Castle. Fight and defeat Slimes and Red Slimes, returning to the Inn at Brecconary when your HP gets low. In this way you'll soon reach Level 2. You'll also earn enough Gold to buy a few extra Herbs and two Torches. See the King and save your progress when you reach Level 2.

Don't Travel Too Far North

The further you travel from Tantegel Castle, the stronger the enemies will become. At Level 1 or 2 you aren't ready to explore very far from Tantegel. Erdrick's Cave should be the northern limit of your wanderings.

If you head south to the Mountain Cave, you'll meet fierce opposition.

Skeletons and Scorpions will make quick work of a Level 1 warrior.

The bridge that leads to Kol marks where stronger creatures lurk.

Magidrakees and Magicians will cast HURT spells at unwary wanderers.

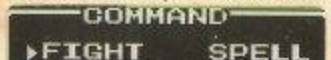
● How To Fight ●

Fierce enemies are sure to attack if you wander about outside the towns. It is an important part of your quest, because you will earn Experience Points and Gold by defeating these enemies. The enemies near Tantegel Castle are fairly weak, but at Level 1, armed only with a Club, so are you. Don't underestimate the enemy!

BATTLE SCREEN

● Battle Commands ●

You have four options. Choose FIGHT to attack the enemy with your weapon. Trying to escape using the RUN command doesn't always work. SPELL allows you to use magic once you've learned some spells. The ITEM command is for using Herbs or the Fighter's Ring.



The battle begins when an enemy appears on the screen.

If you attack, you can usually bet that the enemy will attack you in turn.

If your HP level stays out of the danger zone, keep up the attack.

Although it looks easy, fighting has hidden strategies (See p.23).

Using spells in battle requires knowledge of the enemy. Not every foe will succumb to every magic spell. The spells you can use in battle are HEAL, HURT, SLEEP, STOPSPELL, HEALMORE and HURTMORE.

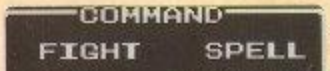
Choose an appropriate spell from your list of spells.

When you push the A Button, the spell is cast on your enemy.

The result of your magic attack appears in the Text Window.

Using HEAL And HEALMORE In Battle.

Both healing spells can be used in battle, but to use one means losing a turn to attack. If your HP is low it is probably worth it to restore some HP. Otherwise, keep up the attack.



Only two items will have any effect on a battle—Herbs and the Fighter's Ring. Herbs raise your HP level. The Fighter's Ring frightens many enemies, causing them to run away.

Bring up the Item Window from the Command options and choose an item.

The result of using the item is indicated in the Text Window.

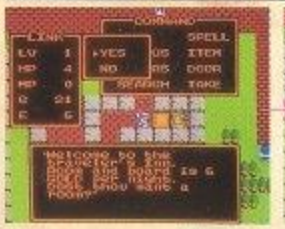
In this case, the warrior has recovered lost HP.

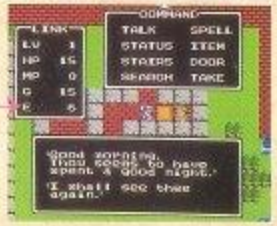
Use the RUN option if you want to avoid a fight. It doesn't always work, but in general running away is a good way to speed up the time it takes to reach distant towns or dungeon chambers.

Restoring HP & MP

There are several ways to restore your reserves of HP and MP. To replenish HP you can stay the night at an Inn, use Herbs from your Item screen, or cast a HEAL spell. MP can be restored at the same time as HP when you spend the night at a village Inn. You can also visit a Wise Man in Tantegel Castle to fill up your MP reserves.

1. STAYING AT AN INN





Stand across the counter from the Innkeeper and use the TALK command. He will offer you a room for the night at a price which varies from village to village. In the morning you'll have full HP and MP.

2. USING MEDICINAL HERBS

The advantage of using Herbs to restore HP is that Herbs can be carried with you. In addition, you can use them in battle or while wandering about. One Herb, however, restores only about 20 to 30 HP.

3. USING THE HEAL SPELL

In a battle it is better to use your Herbs first.

Save your MP for HURT, SLEEP and STOPSPELL.

The HEAL spell has the advantage of being free, unlike Herbs, which costs 24 Gold. It can be used either in battle or while exploring but it restores only about 10 to 20 HP.

4. BEWARE OF AN ORANGE SCREEN

Don't let your HP get so low that the orange danger warning appears. Use Herbs or HEAL in heated battles to keep your HP high. If your enemy is too strong, try to run away and restore HP at a town Inn.

If the screen text and the window borders turn an orange color, it means that your HP is critically low. Use the RUN command at once to try to escape.

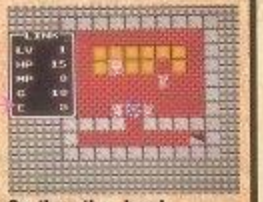
RESTORE HP AT THE INN, OR USE HEAL OR HERBS

The King Revives The Fallen

Dragon Warriors who have the bad fortune to fall in battle will be revived automatically by the King. After a brief period of darkness your character will appear back at Tantegel Castle. Apparently so much is at stake with your quest that the King has decided to give you a second chance. Unfortunately, it is at the cost of half your Gold.

Not all adventures end happily, as this warrior has sadly discovered.

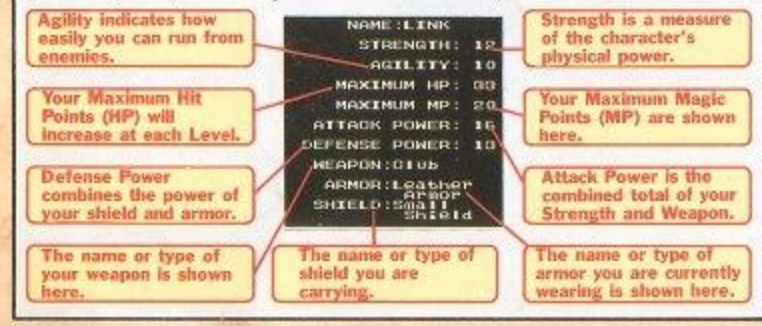
Luckily the King believes in the warrior enough to have him revived.



On the other hand, reviving the departed is expensive. The price is half your Gold.

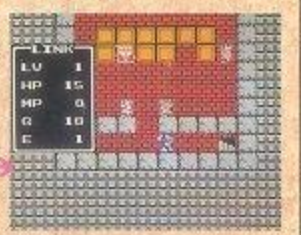
STATUS SCREEN

When you choose the STATUS option from the COMMAND screen a window opens up showing your vital statistics. Here you can judge your character's overall strength for attacking and defending and you'll also have a list of the weapons and armor you are currently using. You should always check the STATUS window when you find or buy a new piece of armor or a new weapon to see that you are using it. Knowing your maximum HP and MP will help you compare your strength to that of an enemy.



Revive Vs. Reset

If you lose a battle and push RESET to start over, you'll retain the items, Gold and weapons you had when you last saved the game. But if the King revives you, half your Gold is gone!



Save the game frequently to avoid either losing half your Gold or the Experience gained since the last time you visited the King.

Half Your Gold Is At Stake If You're Defeated!

Battle Techniques

1. RUN AWAY, RUN AWAY!

You should always weigh your need for Experience Points and Gold against your chances of success when confronted with an enemy. If your HP is low and you're far from an Inn or have no Herbs, the RUN option during battle is a smart move. At other times you'll want to preserve your strength for a difficult battle. Using RUN to avoid enemies before a critical battle will help keep your HP at maximum.

2. KNOW THE ENEMY

Many enemies have some weak points, either they can be put to sleep using the SLEEP spell, they are slow (so you can run from them) or perhaps magic doesn't work against them, in which case you shouldn't waste MP casting spells at them. The chart of enemies on the poster included with Dragon Warrior lists these important facts.

Although Magicians use magic, they can be put to sleep. STOPSPELL also works on them.

Use SLEEP against Skeletons. Attack them when they are asleep for an easy victory.

Don't waste your MP against a Knight. It's better to stand and do battle.

KNOW THE ENEMY'S HP

Like you, enemies have a limited number of Hit Points. See the chart of enemies on the poster to determine the maximum HP of each enemy. Keep track of how many Hit Points an enemy loses for each attack during a battle and you'll have a good idea how much HP that enemy has left. If your foe has more HP than you, maybe you should use the RUN command.

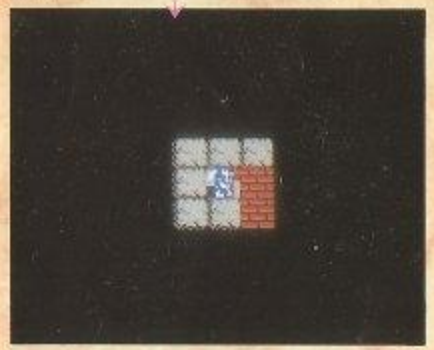
GO TO ERDRICK'S CAVE

Once you have learned to fight and have gained enough Experience Points to reach Level 2, it is time to travel northwest to Erdrick's Cave.

LEVEL 2

A Message From The Past

Erdrick's Cave is far enough away to present a real challenge, but close enough so that you should be able to return alive. There, you'll learn about your heritage and the quest that lies ahead. On the way to the cave you will encounter Slimes, Drakees and perhaps even a Magician. The Magician may use the spell of HURT, so bring along Herbs to restore HP lost in battle.



Buy several Torches at the Item Shop in the town of Brecconary. Use the Torch from your Item list once you enter the dark cave. A small patch of light will surround you, allowing you to explore the maze.

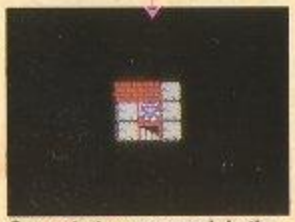
The RADIANT Spell

Later in the game you won't have to worry about running out of Torches, because you'll have the spell of RADIANT. This spell creates a patch of light, like a Torch, so you can see in an underground labyrinth.

Seeking The Tablet

Somewhere inside Erdrick's Cave is a relic from the time of legends. It is a tablet upon which is written a message from Erdrick himself. The message reveals vital secrets for your success. Take at least two Torches with you to avoid getting lost in the darkness.

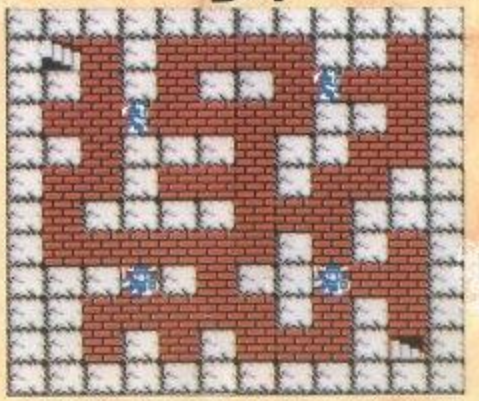
Unlike most other dungeons, there are no enemies here.



Concentrate your search in the second basement.

NO ENEMIES

B-1



Take The Chest

The stone tablet reveals your true identity as a descendant of Erdrick. But that isn't all. Erdrick knew that you would need three magic items in order to reach the Dragonlord. These three items are in the keeping of three Wise Men.

B-2

Return To Tantegel

After finding Erdrick's Tablet, return to Tantegel Castle to see the King. He will offer to save your progress in the Imperial Scrolls of Honor. A wise warrior returns to the King whenever he accomplishes a task.

This allows you to save your progress at any time you wish.

SAVE YOUR GAME

A VITAL TIP

Dragon Warrior is not a game that can be played in one sitting. As a result, you'll have to save your progress in the Imperial Scrolls of Honor. Return to the King and save the game whenever you acquire new weapons or special items. If you do this you won't have to repeat any steps.

Copy A Quest

This allows you to store the game as insurance against accidental erasure.

Erase A Quest

Use this option if you want to start a new quest in place of an old quest.

Change Message Speed

This controls how fast the text is written on the screen.

NOTEBOOK

- GO TO ERDRICK'S CAVE.
- FIND THE TABLET.
- YOU WILL NEED THREE MAGIC ITEMS.
- THE DRAGONLORD'S CASTLE IS SOUTH OF BRECCONARY.
- RETURN TO THE KING AND SAVE YOUR GAME.

GO TO GARINHAM

At Level 4 you are strong enough to head northwest toward the town of Garinham. Travel as far to the North as you can, then follow the shoreline westward until you see the town. On the way you'll encounter Ghosts, Magicians and Drakees. You can attack these enemies with greater power now that you have the HURT spell.

LEVEL 4

Using The HURT Spell

In battle situations there is an alternative to fighting hand to claw against your enemies. Choose the SPELL command then move the cursor to HURT and press A. The spell shoots a ball of fire at your foe, causing severe damage. Two attacks using HURT should be enough to defeat the enemies you meet in the area around Garinham. Don't waste MP on monsters that you can easily defeat using the Club or Pole.

If You Don't Have HURT

You may have a tough time if you haven't reached Level 4 by the time you set out for Garinham. The extra time you spend building up to Level 4 will make your journey easy. Remember, if you die, you'll lose half your Gold.

RAISE YOUR LEVELS CLOSE TO TANTEGEL CASTLE

Garinham Town

KEYS ARE NEEDED TO OPEN DOORS

WEAPON & ARMOR SHOP	
CLUB	60G
COPPER SWORD	180G
HAND AXE	500G
LEATHER ARMOR	70G
CHAIN MAIL	300G
HALF PLATE	1000G
LARGE SHIELD	800G

ITEM SHOP	
HERBS	24G
TORCH	8G
DRAGON'S SCALE	20G

INN	
–	25G

NOTEBOOK

- THE KIDNAPPED PRINCES GWAELIN IS HELD IN A CAVE TO THE EAST.

GO TO KOL

The hints you received in Garinham now point to the East, to the town of Kol, which is your next destination. It's a long trip and enemies stronger than any you have met before are waiting along the way. Purchase the Copper Sword and plenty of Herbs for the trip.

LEVEL5

Enemies Across The Bridge

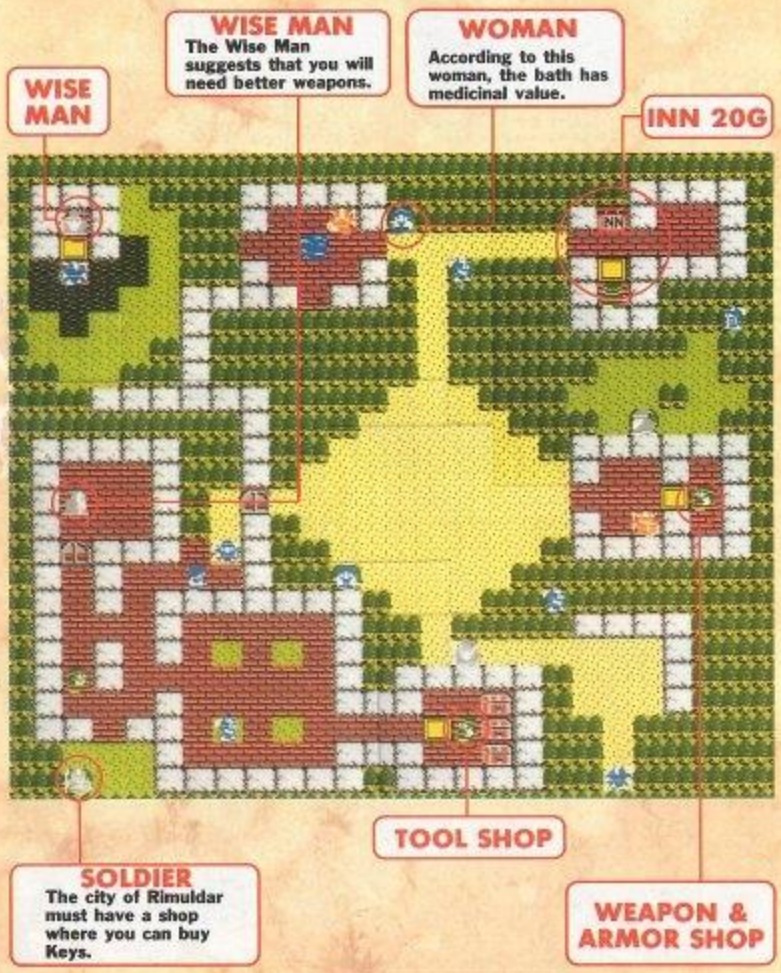
Bridges in Dragon Warrior are not only a means to cross water. They also indicate where you enter a region of different enemies. As you move into regions further from Tantegel Castle the monsters get stronger. One of the maps provided shows which monsters live in each region. When you cross a bridge, look up the monsters for that area on your monster chart to see if you are strong enough to defeat them.

Save Your Game Before A Journey

Whenever you set out on a great journey across unexplored lands it is a good idea to save your progress in the Imperial Scrolls of Honor. The time you lose by returning to Tantegel Castle to save the game is nothing compared to the loss of half your Gold, which is what happens if you are defeated on your trip. If you did save the game, you can push Reset and start your journey again from the castle.

The Town Of Kol

Spend some time building up your Level and Gold near Kol. The Hand Axe and Half Plate armor will come in handy as you encounter stronger enemies in the southern lands. Later in the game you will return to Kol to find a magical instrument. A new item in the Tool Shop–the Wyvern's Wings–allows you to fly directly back to Tantegel. Buy a few of them.

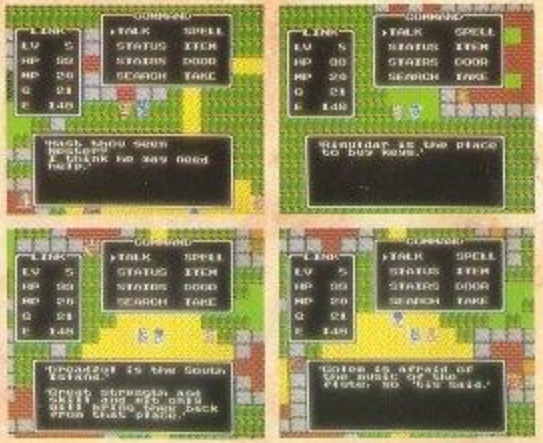


WEAPON & ARMOR SHOP	
COPPER SWORD	180G
HAND AXE	560G
HALF PLATE	1000G
FULL PLATE	1500G
LEATHER SHIELD	90G

ITEM SHOP	
HERB	24G
TORCH	8G
WINGS	70G

Listen To New Information

The people of Kol tell you about the city of Rimuldar far to the South. Much of what they say seems to indicate that this southern island is a very dangerous place. They are right. Wolves and other enemies will prove a great challenge there. You also learn about the Fairy Flute and the effect this flute has on Golem. Perhaps the most important message, however, has to do with Keys. Here in Kol you learn that you can purchase Keys in Rimuldar. Many treasures and clues are locked behind doors, so the Keys are vital.



NOTEBOOK

- KEYS ARE FOR SALE IN RIMULDAR.
- GOLEM IS AFRAID OF THE FAIRY FLUTE.
- STRONG ENEMIES LIVE IN THE SOUTH.

NORTHERN CAVE

A Wise Man waits for your arrival in the Northern Cave. From Kol, the journey will be difficult, but at Level 5 you should be able to make it.

LEVEL 5

From Kol, travel southwest to the narrow passage between the mountains and the sea. Then turn north.

Magicians, Magidrakees, Skeletons and others can be put to sleep.

Proceed northeast until you reach a stairway on the peninsula. This is the Northern Cave.

To prove your bravery and win the Staff of Rain from the Wise Man in the Northern Cave, you must find the Silver Harp, which is hidden in the Grave of Garinham. Then you must bring the Silver Harp back to the Wise Man for your reward.

NOTEBOOK

- THE DRAGON WARRIOR MUST PROVE HIMSELF.
- YOU MUST FIND THE SILVER HARP.

MOUNTAIN CAVE

South of Tantegel Castle you'll find a cave in the mountains. Inside is the Fighter's Ring, which boosts your strength. You'll need the extra power, too, if you want to defeat the Druins and other underground monsters.

LEVEL 7

B-1

On the first level of the cave is a Treasure Chest containing Herbs. The second level has Treasure Chests containing Gold and Torches. Gather these items, then leave the cave. When you go back to the cave, the Treasure Chests and the items they contain will have returned so that you can collect them again. This means that you can go in and out of the cave as many times as you like and collect valuable Gold and items. It's a quick way to earn enough money for better weapons, armor or special items like the Wings.

B-2

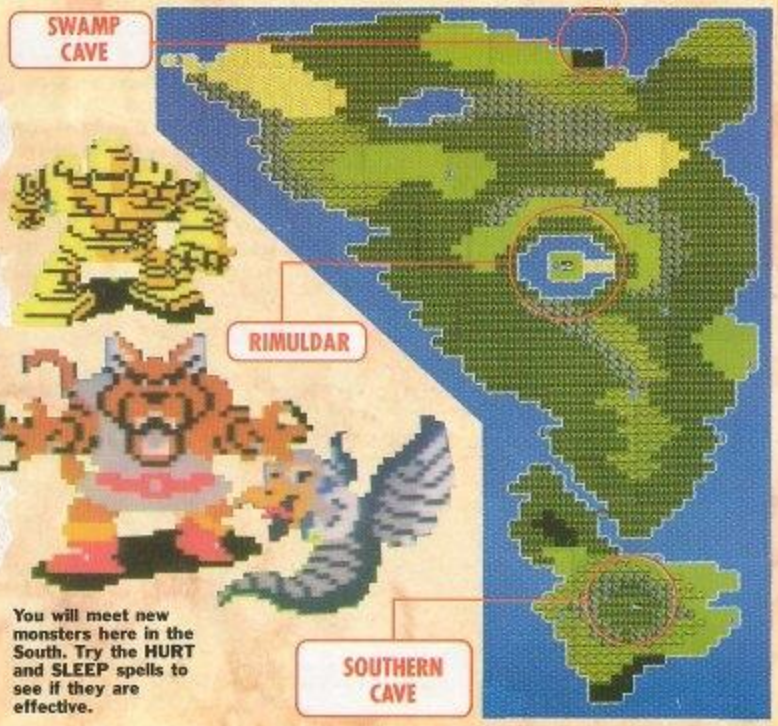
The Fighter's Ring is on the second level of the Mountain Cave. Unlike the other treasures in this cave, you can get the Fighter's Ring only once.

ISLAND OF RIMULDAR

South of Kol and beyond the Swamp Cave lies the Island of Rimuldar. Although you don't cross a bridge to the island, the monsters are stronger than on the mainland.

LEVEL 8

Go south to the Island of Rimuldar when you reach Level 8. You should have the Fighter's Ring from the Mountain Cave by now, and for armor and weapons you should at least have the Half Plate Armor and the Hand Axe, both of which are available in Kol.



You will meet new monsters here in the South. Try the HURT and SLEEP spells to see if they are effective.

Swamp Cave

South of Kol in a swamp is the entrance to the Swamp Cave. Each step in the poisonous swamp area will take away several Hit Points. Prepare for this by packing many Herbs. Inside, you should head due south, or downward. Later you will be strong enough to explore the Swamp Cave more thoroughly. But at Level 8 the dragon who hides in the maze will roast you like a marshmallow. When you reach Level 12, return to the Swamp Cave and explore it. If you defeat the dragon you can rescue the Princess.

It's Too Early To Battle The Dragon

Dragons are about the strongest enemies in the game. Even the weaker dragons, such as the one who lives in the Swamp Cave, are a major challenge.

Memorize The Map

You can save on the cost of Torches if you memorize the quick route through the Swamp Cave and pass through it in darkness. Except for the last section it is straight south.

RIMULDAR TOWN

Although it can be difficult to reach, the town of Rimuldar has much to offer: new weapons, armor, Keys and information.

LEVEL 9

On an island south of Kol lies the town of Rimuldar, but it is not easy to reach. The enemies who surround the town are stronger than any you've met so far. Use SLEEP to gain yourself an advantage against enemies of the Wolf family, then RUN for the town.

Magic Key Shop

To reach the Key Shop, follow the outer moat of Rimuldar around the upper part of town and cross the bridge at the far left. You can carry six Keys at one time and should do so. This is the cheapest place to buy Keys at only 53 pieces of Gold a piece. What a bargain!

Valuable Information

Here you learn that the Stones Of Sunlight are back at Tantegel Castle, that Erdrick made his Rainbow Bridge to the Dragonlord's Island from the Island of Rimuldar and that there is a hidden entrance in the Dragonlord's Castle. Also, there's a clue about the Rainbow Drop and directions on finding the Fairy Flute.

WEAPON & ARMOR SHOP	
COPPER SWORD	180G
HAND AXE	560G
BROAD SWORD	1500G
HALF PLATE	1000G
FULL PLATE	3000G
MAGIC ARMOR	7700G

NOTEBOOK

- THE STONES OF SUNLIGHT ARE AT TANTEGEL.
- THE FAIRY FLUTE IS SOUTH OF THE FOUNTAIN IN KOL.
- FIERCE MONSTERS LIVE FURTHER SOUTH.

Earn Lots Of Gold

The area around Rimuldar is a good place to wander about. First, you'll need to raise your Level before moving on. And second, you can earn more Gold from the enemies than in the North. On the island south of Rimuldar you will find Goldmen near the Southern Cave. The prize for defeating a Goldman can exceed 200 pieces of Gold.

Wraiths, Wyverns and Goldmen live near the Southern Cave. All have a lot of Gold. They are tough, too, so go prepared with plenty of Herbs. Because Goldmen are rare, you'll have to defeat many Wyverns and other creatures for every Goldman. Watch your HP closely!

Use Your Key

Many of the locked rooms you've already seen contain Treasure Chests with Gold. Go back to Tantegel and the other towns to unlock their secrets and build up your supply of Gold. Some Treasure Chests contain other valuable items such as Herbs and Wings, which save you Gold to spend on weapons and armor. Remember to save your game by visiting the King.

Solving Mysteries

Many mysteries are waiting to be solved; for instance, how to find the Fairy Flute. Villagers reveal many secrets, but often you'll learn the full answer only by talking to many people.

SOUTHERN CAVE

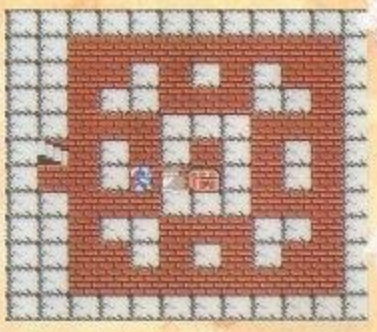
The Southern Cave is difficult to reach, but you must go there to see the Wise Man who lives in the cave. He gives you an important task.

LEVEL 10

When you first meet the Wise Man in the Southern Cave he will send you on a quest to prove your identity. If you return and have not proven yourself, then he will send you away until you bring proof. The proof he seeks is Erdrick's Token. Whoever finds this legendary artifact proves himself to be the rightful heir of Erdrick. As Erdrick's descendant, you will get help from the Wise Man in the Southern Cave, but not before you prove your claim. See p.52 for the details of finding the Token.

Talk to the Wise Man in the Cave and learn about your quest.

When the Wise Man is done talking he will magically transport you outside the Cave.



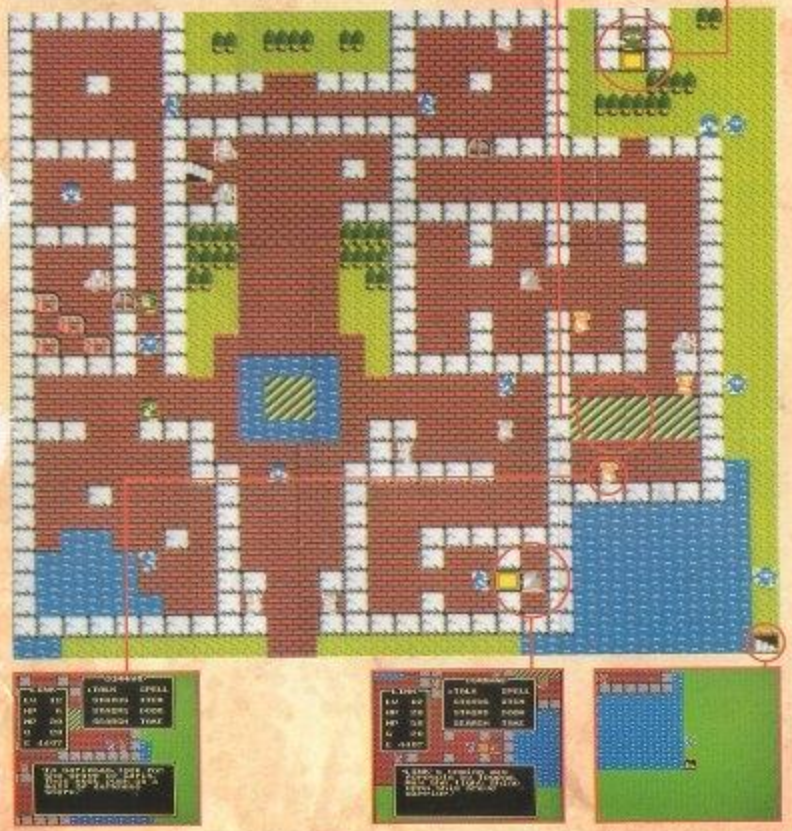
NOTEBOOK

- YOU MUST PROVE YOUR IDENTITY.
- BUILD UP YOUR LEVEL AND COLLECT GOLD.
- GET THE FAIRY FLUTE.

STONES OF SUNLIGHT

One of the magic items you need to obtain the Rainbow Drop is the Stones of Sunlight. It is kept by a Wise Man beneath Tantegel Castle. From the castle's Key Shop, follow the right wall south to the stairs.

Tantegel Castle



THE SECRET OF GARINHAM

With a Key you can now enter the locked room in Garinham. Talk to the people and open the Treasure Chests as always. Then look for the hidden entrance to the Grave. Take three steps to the right from the upper lefthand corner then one step up into the black wall. The Grave entrance is revealed!

THE ENTRANCE TO THE GRAVE OF GARINHAM

GRAVE OF GARINHAM

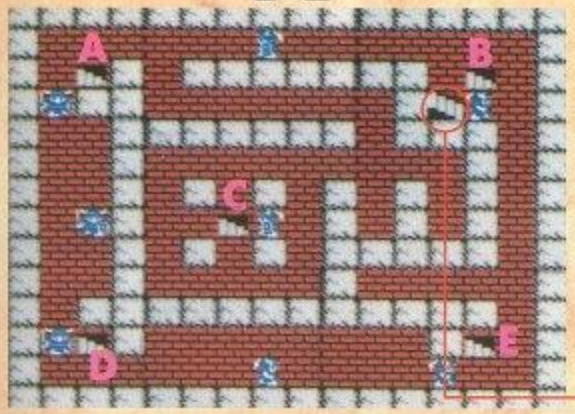
Beneath the town of Garinham lies an ancient grave filled with strange treasures which are guarded by enemies. Enter the Grave following the directions on p.41.

LEVEL 11

The Grave is a maze of narrow, winding passages and dead ends, four levels deep. Bring plenty of Torches and Herbs, because the monsters here are strong. Inside you'll find the Silver Harp and a Cursed Belt.

B-1

B-2



The second level of the Grave has six stairways to choose from. The stairway marked D is the correct one. The other stairs lead to dead ends. Wolflords, Wraith Knights and other monsters are some of the strongest you've yet encountered. Your task will be easier if you have the Broad Sword.

SLEEP often works against Wolflords. Use SLEEP and then attack.

The Drollmagi is a fierce opponent, but he can be put to SLEEP.

Use FIGHT against this deceptively strong foe.

SHORTCUT CHART

Follow the route indicated by the letters below to pass quickly through the Grave.

B-1 → B-2 → D → F → G

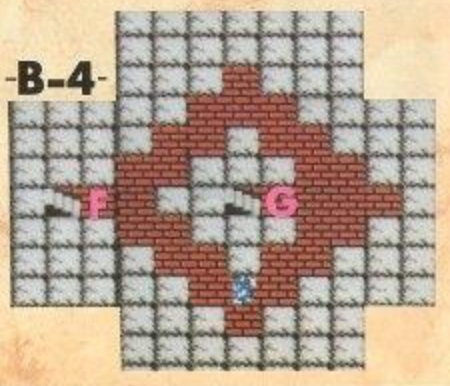
The Cursed Belt is one treasure you don't want to use. If you take it and put it on, you will be squeezed. To get rid of the Cursed Belt you must visit a Wise Man in Brecconary.

B-3

CURSED BELT

If you pick up the Cursed Belt, go to a Tool Shop. The shop owner will give you an excellent price for it.

B-4



The Silver Harp

The main reason for risking your skin in the Grave of Garinham is to find the Silver Harp. The Wise Man in the Northern Cave promised to give you the Staff of Rain if you brought him the Silver Harp. By following the Shortcut Chart on p.43 you'll walk straight to the Harp. Once you have it, though, don't use it. Playing the Harp will cause enemies to attack, without fail.

Fairy Flute

Howard tells you where the Fairy Flute is located if you find him in Rimuldar. Go four steps south of the fountain in Kol and use your SEARCH command to find the Flute. Once you have it you can use it to put Golem to sleep. Golem is found outside the fortress town of Cantlin in the far South.

Take four steps south of the fountain in Kol, then use your SEARCH command to find the Fairy Flute.

RESCUE PRINCESS GWAELIN

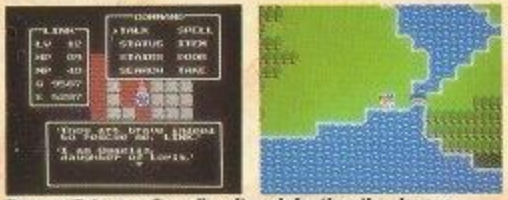
The Princess has waited long enough for someone to come along and rescue her. Now is the time.

LEVEL 12

Return to the Swamp Cave now that you are stronger and wiser. Instead of taking the straight and narrow path to Rimuldar, turn aside and head for the room where the Princess is kept. Make sure you bring a Key to unlock her prison cell.

Fight The Dragon

A combination of magic spells, attacks, and the use of Herbs will get you past the dragon. SLEEP generally isn't effective against dragons, but HURT and STOPSPELL can be useful. Your best offense is to attack using the Broad Sword.



Rescue Princess Gwaelin after defeating the dragon.

Win Gwaelin's Love

Gwaelin's Love is the name of a magic object that allows you to locate yourself in relation to Tantegel Castle. You'll need it to find Erdrick's Token.

DOMDORA DESERT

The region surrounding the ruined town of Hauksness is home to many strong enemies. This is a good place to earn Experience Points before moving on to Cantlin.

LEVEL 13

Knights, Demon Knights, Goldmen, Wyverns and Rogue Scorpions haunt this wasteland. All are strong, but they also will give lots of Gold. The extra Gold will come in handy in Cantlin where the best weapons and armor are available. When fighting these foes, concentrate on using your weapon. Spells are not particularly effective against most of them.

DON'T ENTER HAUKSNESS YET.

(SEE P.51)

CANTLIN PLATEAU

Go south from the Domdora Desert until you reach the second bridge. Then cross over and continue until you reach the second bridge to the North.

LEVEL 14

If You Take The Wrong Bridge On Your Way To Cantlin, You May Not Make It To The Town. The Monsters Here Are Hungry!

● Use The Flute On Golem ●

Outside the gates of Cantlin you will encounter a ferocious fellow named Golem. If you have the Fairy Flute, however, you have nothing to worry about. Use the Fairy Flute during the battle scene.

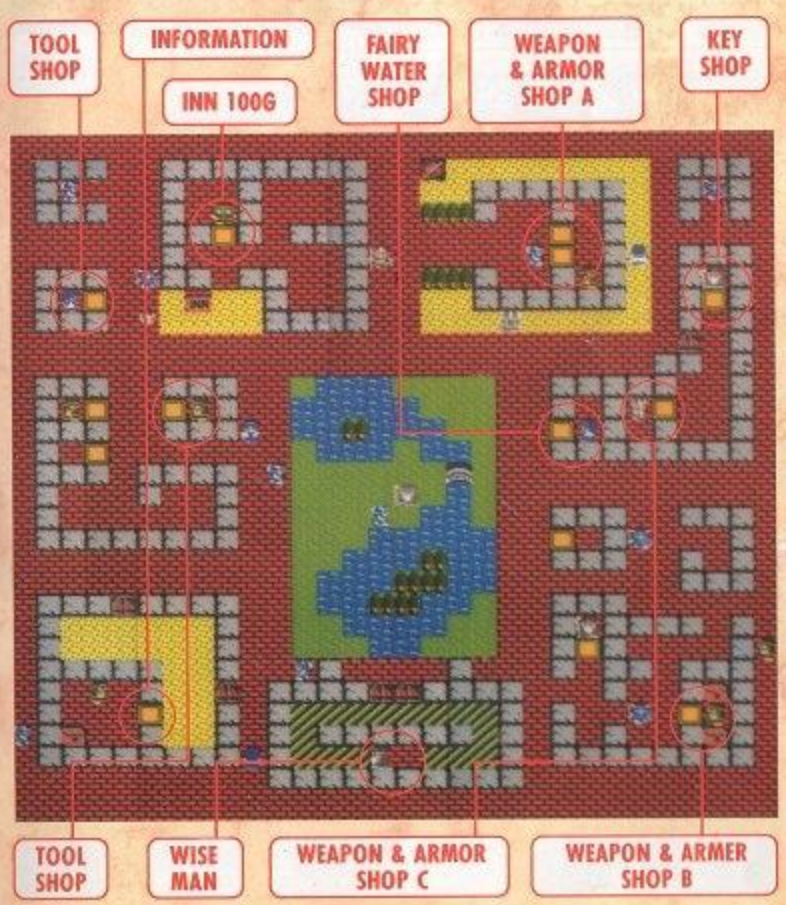
Golem is lying in wait for you before the gates of Cantlin Town.

Remember that music soothes the savage beast?

Once Golem is asleep you can defeat him and move on into the town.

Cantlin Town

Far and wide Cantlin is known for the high quality of its weapons and armor. Specialty items such as the Flame Sword and Silver Shield may be expensive but they are worth the price. Shops B and C have the best merchandise. As always there will be information available from the townsfolk. To reach the Wise Man in the garden in the middle of the town, walk under the grey tile roof at any corner. Then, to reach the Wise Man in the room filled with Barriers, go to the bottom of the garden and walk downward from where the water meets the black wall. There you'll get special directions. Remember that barriers will cause damage at every step.



WEAPON & ARMOR SHOP A	
BAMBOO POLE	10G
CLUB	60G
COPPER SWORD	180G
LEATHER ARMOR	70G
CHAIN MAIL	300G
IRON SHIELD	800G

WEAPON & ARMOR SHOP B	
HAND AXE	560G
BROAD SWORD	1500G
FULL PLATE	3000G
MAGIC ARMOR	7700G

WEAPON & ARMOR SHOP C	
FLAME WORD	9800G
SILVER SHIELD	14800G

TOOL SHOP A	
HERB	24G
TORCH	8G

TOOL SHOP B	
DRAGON'S SCALE	20G
WINGS	30G

Information

A man in the town will tell you about his Grandfather who once ran a shop on the east side of Hauksness. On the other side of town a soldier says that the last man to have Erdrick's Armor was that same Grandfather.

NOTEBOOK

- ERDRICK'S ARMOR IS IN HAUKSNESS.
- SOMETHING IS BURIED NEAR A TREE AND BEHIND A SHOP IN HAUKSNESS.
- SEARCH FOR SOMETHING AT 70 STEPS SOUTH AND 40 STEPS EAST.

HAUKSNESS

The town of Hauksness has been ravaged by the armies of the Dragonlord. They are still nearby, too, so be prepared to fight for the prize that is here.

LEVEL 17

Defeat The Axe Knight

Behind the ruined shop you'll run into an Axe Knight. Beware of his magic spells. If he puts you to SLEEP that could be the end of your journey. STOPSPELL should be used at once, then attack and keep your HP level out of the orange danger zone.

ERDRICK'S TOKEN

Erdrick's Token will prove that you are descended from Erdrick. As a result, the Wise Man in the Southern Cave will now help you.

LEVEL 18

Use Erdrick's Armor

Erdrick's Armor will protect you from the effects of the poisonous swamp. Once you have found it in Hauksness, you can put it on by going to your ITEM screen and pushing A.

Finding The Token

The directions "70 South and 40 East" that you heard in Cantlin will take you to the Great Swamp beyond the mountains south of Cantlin. Use Gwaelin's Love to determine your own coordinates. Remember that the numbers refer to steps, for instance 70 steps south and 40 steps east. When Gwaelin's Love indicates that you've reached the proper coordinates, use your SEARCH command.

Once you reach the Great Swamp, use Gwaelin's Love as you would any item.

Gwaelin will telepathically speak to you and give you your present coordinates.

When you reach 70 South, 40 East, use the SEARCH command.

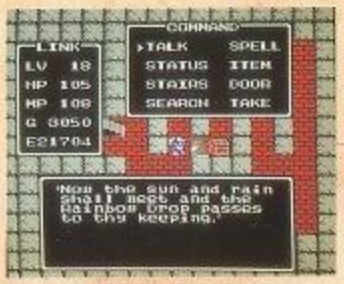
RAINBOW DROP

The Rainbow Drop is a powerful magic item that builds a Rainbow Bridge between the Island of Rimuldar to the Dragonlord's island.

LEVEL 18

Go Back To The Wise Man

When you have collected the Staff of Rain, the Stones of Sunlight and Erdrick's Token, return to the Wise Man in the Southern Cave. He is bound to help Erdrick's rightful heir. He will transform the Staff of Rain and Stones of Sunlight into the Rainbow Drop and give you this most precious gift. Now it is just a matter of finding the right place to use the Rainbow Drop.



Build A Rainbow Bridge

In the northwest corner of the Island of Rimuldar you'll find a finger of land pointing towards the Dragonlord's island. Only a narrow channel of water separates you from the island. This is the place to use the Rainbow Drop. Use it from your ITEM list just like you would any other item. Magically, a bridge will span the water!

The narrow channel is the closest approach to the Dragonlord's island home.

Use the Rainbow Drop to create a bridge across the channel.

DRAGONLORD'S CASTLE

Charlock, the castle of the Dragonlord, is your final goal. Somewhere within its mazes and deep passages waits your enemy, the Dragonlord. Here you'll battle the fiercest of all creatures.

LEVEL 19

The Dragonlord's Castle is both a treacherous and mysterious place. There are false leads and dangerous guardians everywhere.

A Reminder From Rimuldar

A draft of wind blowing from behind the throne reveals the hidden entrance.

1-F

Once inside Charlock your first task is to find Erdrick's Sword. The Shortcut Chart on p.56 will speed you to it. Even so, you'll run into many foes. You'll need new strategies to defeat some of them. For instance use STOPSPELL against Starwyverns.

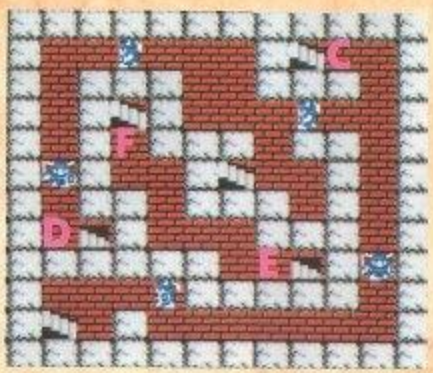
B-1

B-2

It's easy to go astray in these vast dungeons. Carry plenty of Torches to light your way. By using Torches you'll preserve your Magic Points for use in battle. The magic you save might prove to be the winning edge.

-B-3-

Stonemen, Wizards and Blue Dragons inhabit this level of the castle. Stonemen can be put to sleep with the SLEEP spell, then attacked. Wizards can have their spells blocked using STOPSPELL. Blue Dragons are magic users, but using magic on them doesn't usually work. Save your MP and attack with the Flame Sword.



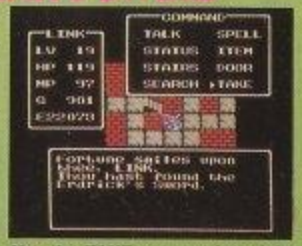
-B-4-

The fourth level of the castle contains more of the same foes and Axe Knights, too. To save HP for your up-coming battle with the Dragonlord, try to run from many of these enemies, including Werewolves, Dragons and Stonemen. The spell of HURTMORE is effective against Axe Knights but is ineffective against Wizards and Blue Dragons.

SHORTCUT TO ERDRICK'S SWORD

Follow the route indicated below to find Erdrick's Sword quickly. Notice that you have to go up and down between the various levels of the castle dungeon before reaching the small chamber in the middle of B-2 where Erdrick's Sword is in a Treasure Chest.

1F→A→B→C→D→E→F→G→H



Use the TAKE command to claim Erdrick's Sword from this Treasure Chest.

NOW IT'S TIME TO FACE THE DRAGONLORD!

The Dragonlord commands great powers and strength, but so do you by the time you have reached Level 20. Don't fall for any of his tricks, either. He will surely try to conquer you without fighting.

LEVEL 20

● Prepare For The Final Fight ●

Make sure you are at full HP when you face the Dragonlord. Use Herbs and magic when you reach his inner court to maximize your strength. Your attack should be with Erdrick's Sword while you save MP for the HEALMORE spell to heal yourself quickly. There's more to this battle than meets the eye, so stand ready to fight to the finish.

NOTEBOOK

- OBTAIN ERDRICK'S SWORD.
- MEET THE DRAGONLORD WITH FULL HP.
- DON'T WASTE MP ON ATTACK SPELLS.
- PREPARE FOR A SURPRISE!

DRAGON WARRIOR®

The Saga

The Kingdom of Alefgard had long been a place of peace and light with King Lorik on the throne, dispensing justice and planning fabulous celebrations for the people. It was a golden time. Tales of dragons and other mythical monsters were little more than ghost stories with which the children of the kingdom frightened each other on winter nights. But the winters in Alefgard were short, and the reason for this was the Ball of Light—a magical object whose origins were steeped in mystery. Peace and contentment seemed to radiate from the Ball of Light like the warmth from a fireplace. Life could not have been better and, as is often the case, it was too good to last.

Of all the people of Alefgard, only one was unhappy, but one was enough. This man lived alone in a mountain cave. Shunning the light, he turned inward to his dark mountain home, which was as riddled with tunnels as an anthill. He explored ever further into the passages until one day he reached the bottom chamber and discovered a sleeping dragon. Suddenly the dragon woke up and the man thought he would be consumed in the monster's fiery breath. But to his surprise he found that the dragon kneeled before him. He commanded the dragon to sit, then run around the room, then roll over and play dead. Like a trained dog, the dragon did all these things. So that is how the man became the Dragonlord. From that day on he began plotting his rise to power and the downfall of Alefgard.

When the first assault on the town came it was like a nightmare. Dragons swooped low over the battlements of Tantegel Castle. The rooftops of Brecconary were aflame! Horns sounded in the night as sleepy, terrified citizens ran into the streets. In the cold light of the moon they witnessed the end of their golden age. The Dragonlord himself had arrived, riding on the shoulders of a huge red dragon. The vast shadow of the worm passed over the town in the direction of the King's castle. There the people saw it land atop the highest tower—the tower in which the Ball of Light was kept. One swipe of the dragon's spiked tail was enough to shatter the stone walls. A tiny figure could be seen dancing in the ruins like a madman holding a great prize. And then it was all over, the dragons gone, the kingdom abandoned to a gloom of smoke and rubble and the Ball of Light stolen.

The next day, a man named Erdrick sought an audience with the King. He was a stranger, armed with a great sword and shield and protected by strong armor. King Lorik thought the stranger looked as if he had travelled a long way, for his cloak was torn and his boots were caked with mud. "I am Erdrick," he said simply. "I can help you." He asked only for a hearty meal, which the King gladly provided, then the stranger set off into the wilderness. Soon stories began pouring in from the other towns of the kingdom, from Garinham, Kol, Rimuldar and even distant Cantlin. Monsters had appeared. They were wreaking havoc in the towns, destroying crops and making the roads unsafe. But then came the other stories, tales of a brave armored warrior who scattered the beasts and chased them back into the wilds.

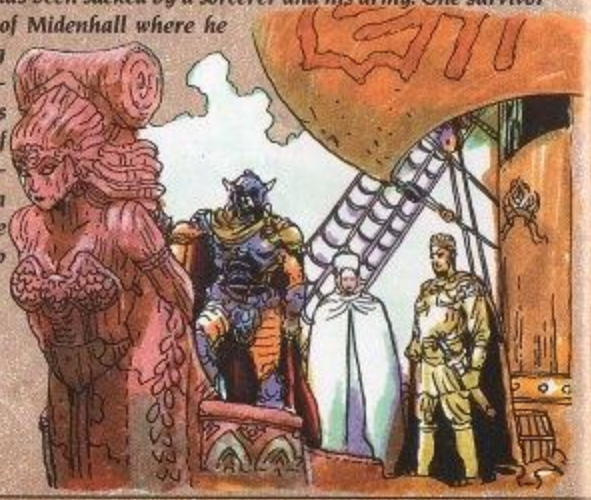
Across the land Erdrick searched for clues that would lead him to the Dragonlord. In time, he learned that the Dragonlord lived on an island that could be reached only by building a bridge using a magical Rainbow Drop.

Once he had set off on the final quest, nothing more was heard of the great warrior known as Erdrick, but years later another stranger appeared in the land. Again the kingdom had faced a recent assault by the Dragonlord. This time the King's daughter, Princess Gwaelin, had been kidnapped. The newcomer set out in pursuit, but soon he discovered a cavern in the desert and inside the cavern he found a tablet. The message carved in stone was from Erdrick and it spelled out the destiny of his descendant who would follow in his heroic footsteps.

What followed was a quest of extraordinary bravery and deadly dangers. Across the length and breadth of the kingdom the descendant of Erdrick followed the cold trail. Although he eventually rescued Princess Gwaelin, he knew that there was much more to set right. He knew he must face the Dragonlord.

But this new Dragon Warrior fared better than his ancestor. In a battle that became the subject of songs, the Dragonlord fell and his castle of Charlock was emptied of its evil host. The hero returned to Tantegel where the King offered his kingdom as a reward, but the Dragon Warrior refused, saying he would find a kingdom for himself elsewhere. With Gwaelin, the Dragon Warrior set out to explore the world and build a new home.

The second chapter of the Dragon Warrior saga opens many years later. The Castle of Moonbrooke has been sacked by a sorcerer and his army. One survivor escapes to the Castle of Midenhall where he warns the aging king that his land is in danger. Their only hope lies with the Prince of Midenhall. Like Erdrick and the Dragon Warrior before him, the Prince is about to step into history.



The Saga Continues...

Shopper's List

Weapons

Type	Price	Attack Power	Location
Bamboo Pole	10G	+2	Brecconary, Cantlin
Club	60G	+4	Brecconary, Cantlin, Garinham
Copper Sword	180G	+10	Brecconary, Cantlin, Garinham, Kol, Rimuldar
Hand Axe	560G	+15	Garinham, Rimuldar
Broad Sword	1500G	+20	Rimuldar, Cantlin
Flame Sword	9800G	+28	Cantlin
Erdrick's Sword	Find	+40	Dragonlord's Castle

Armor

Type	Price	Defensive Power	Location
Clothes	20G	+2	Brecconary
Leather Armor	70G	+4	Brecconary, Garinham
Chain Mail	300G	+10	Garinham, Cantlin
Half Plate	1000G	+16	Garinham, Kol, Rimuldar, Cantlin
Full Plate	3000G	+24	Kol, Rimuldar, Cantlin
Magic Armor	7700G	+24	Rimuldar, Cantlin
Erdrick's Armor	Find	+28	Hauksness

Shields

Type	Price	Defensive Power	Location
Leather Shield	90G	+4	Brecconary, Kol
Iron Shield	800G	+10	Garinham, Cantlin
Silver Shield	14800G	+20	Cantlin

Items

Type	Price	Use	Location
Herbs	24G	Recovers Some HP	Brecconary, Garinham, Kol, Cantlin
Torch	8G	Illuminates Dungeons	Brecconary, Garinham, Kol, Cantlin
Dragon's Scale	20G	Boosts Defense	Brecconary, Garinham, Kol, Cantlin
Wings	70G	Return To Tantegel	Kol, Cantlin

List of Spells

Spell Name	Level Spell Is Learned	MP Cost	Effect Of The Spell
HEAL	Level 3	4MP	HEAL replenishes some of the HP lost in battles and exploration.
HURT	Level 4	2MP	HURT hurls fire at an enemy when used in battle.
SLEEP	Level 7	2MP	Put enemies to sleep using this spell. Then it's easy to attack.
RADIANT	Level 9	3MP	Use this spell in dungeons to light up your path like a torch.
STOPSPELL	Level 10	2MP	This spell can be used to block the magic of some enemies.
OUTSIDE	Level 12	6MP	Transport to the outside of a dungeon, but not during a battle.
RETURN	Level 13	8MP	Transport back to Tantegel Castle from anywhere in the overworld.
REPEL	Level 15	2MP	Keeps overworld monsters from attacking you.
HEALMORE	Level 17	10MP	Recover far more lost HP than with the HEAL spell.
HURTMORE	Level 19	5MP	Unleash devestating fire attacks against many enemies.

Extra Tips

Put The Silver Harp To Work

Once you have the Silver Harp you can use it to call foes. Why would anyone want to cause monsters to attack? It's an easy way to build up levels and Gold without having to walk all over the place. If you use the Harp near Hauksness you can earn a great deal of Gold from Goldmen.

Use the Silver Harp as an item from your Item list.

Before you take a step a monster will appear.

Keep Unlocked Doors Open

Every time you unlock a door it will cost you one Key. With the great number of doors in the game that gets to be expensive. Don't waste Keys using them then leaving the town or dungeon. As long as you stay in that location the door will remain open. But if you leave the town, the door will be shut when you return.

Unlocking a door like this will cost you one Magic Key.

If you leave town without fully exploring behind the door . . .

. . . you will find that door is locked again when you return.

This business of not leaving a town is of particular importance when you are exploring the Grave in Garinham. You will probably need to leave the Grave several times to recover lost HP.

To reach the Grave you must unlock this outer door.

Once in the Grave you will unlock another door.

Leave the Grave to recover HP at the Inn.

If you don't leave town, all the doors will remain open.

I·N·D·E·X

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Ball of Light 14
Dragon's Scale 13
Erdrick's Armor 50
Erdrick's Sword 56
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90-DAY-LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("Pak") shall be free from defects in material and workmanship for a period of 90 days from date of purchase (if no purchase, date of shipment). If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the Pak, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 4:00 A.M. to midnight Pacific Time, Monday through Saturday and 8 A.M.–5 P.M. Sunday (times subject to change). Please do not send your Pak to Nintendo before calling the Consumer Service Department.
3. If the Nintendo Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase or receipt within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820-150th Avenue N.E.
Redmond, WA 98052
RA # _____

The Consumer Service Representative may alternately refer you to a World Class Service℠ Center in your area (You do not need a Return Authorization number for this service.).

This warranty shall not apply if the PAK has been damaged by negligence, accident, commercial use, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted at left. If the Nintendo Service Representative is unable to solve the problem by phone you will be advised of the approximate cost of Nintendo to repair or replace the PAK and will be given a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a check or money order payable to Nintendo of America Inc. for the cost quoted you. (Repairs may also be charged on a VISA or MASTERCARD credit card.) If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacture's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient the receiving antenna
–Relocate the NES with respect to the receiver
–Move the NES away from the receiver
–Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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